

THE POWER SYSTEM™

AMIGA



THE TALENT TO MAKE IT INNOVATIVE...

AMIGA was founded in 1982 by a group of experienced industry veterans. Coming from both the sales and marketing management side and the technical side of the toy and game industry, AMIGA's founders have made a solid commitment to providing the finest quality video entertainment. To that end, AMIGA has developed The Power System™. Designed to extract the highest performance levels from the Atari 2600™ and

other personal computers, The Power System also combines technology with economy.

Instead of introducing a new game machine, AMIGA has chosen to increase and enhance the capabilities of existing ones. Realizing the inherent graphic limitations of the Atari 2600, AMIGA engineers have designed a system which networks a second microprocessor with the Atari's existing one. This has enabled

AMIGA game designers to deliver some of the most dynamic and exciting video adventures, many with three-dimensional and interactive game playing capabilities. With even more on the way.

AMIGA has designed additional features into their hardware and software which will open up unexplored avenues of video entertainment.

AMIGA. Dedicated to the science of fun.

THE EXPERIENCE TO MAKE IT WORK.

THE PRO-STICK™



The Pro-Stick power joystick has been ergonomically designed to bring a new level of precision control to video game enthusiasts. It can be used with the Atari 2600 VCS™, Sears Video Arcade™, the Atari 400™, 800™ and 1200XL™ home computers and the Commodore VIC-20™.

Unlike conventional joysticks which use "bubble" contact points, the Pro-Stick employs a completely new precision switching technology. Moreover, conventional joysticks require that two of these four "bubbles" be pressed to achieve the 45° directions. The Pro-Stick employs eight separate contact points. This method makes for more positive direction changes and increases user control on any type of video game.

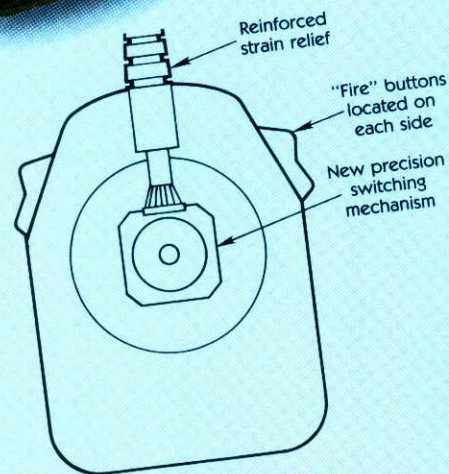
The Pro-Stick also has a shorter (1½-inch) joystick lever-arm. In the heat of a video game battle, some players tend to get overly excited—much of which is directed at the joystick. This can put a significant

amount of strain and tension on the internal mechanisms, and is one of the primary reasons joysticks fail. The shorter joystick approach decreases the amount of leverage which can be applied, and helps contribute to the Pro-Stick's increased life span.

To accommodate both left and right-handed users, the Pro-Stick has been designed with two "fire" buttons, one on each side of the controller.

Molded from thick-walled, high-impact ABS plastic (similar to that used to make football helmets), the Pro-Stick has been specifically designed to withstand the rigors of today's dynamic video game play. And the internal parts and joystick handle are made of Acetal (Delrin) engineering plastic for increased strength and reliability.

Each Pro-Stick comes with its own carrying case, and a long cord with reinforced strain relief is also included. Because of its precision design and increased playability, Pro-Stick users will be able to increase their scores on their favorite video games.



PRO-STICK—
#3100 single
#3101 double



THE POWER™



The Power™ is unique. It is similar to game cartridges in that it plugs directly into the Atari 2600 video computer system. But the similarity ends there.

Conventional video games are supplied on ROM cartridges. However, each time a consumer wants a new game, they must buy another cartridge. And the only difference between the old ROM cartridge and the new one is the software—the program that makes up the game. Everything else—the case, the circuit board, the ROM chips, etc.—is redundant.

Instead of using ROM—which cannot be changed—The Power uses RAM, which can be. After The Power is purchased the first time—at basically the same price as a ROM cartridge—the software is the only thing which has to be changed, and this can be done with inexpensive Power-Play™ game cassettes. The only equipment required to load the program are The Power module and any standard audio cassette player.

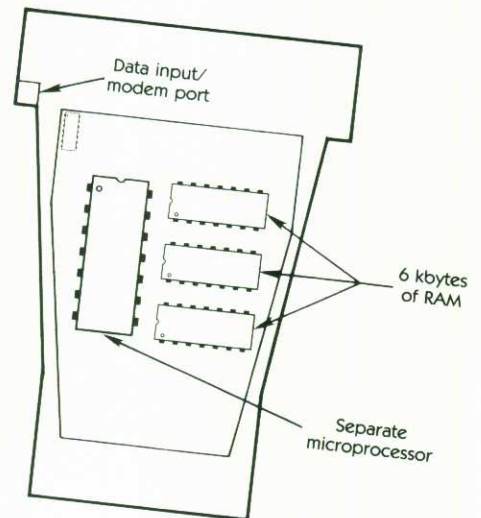
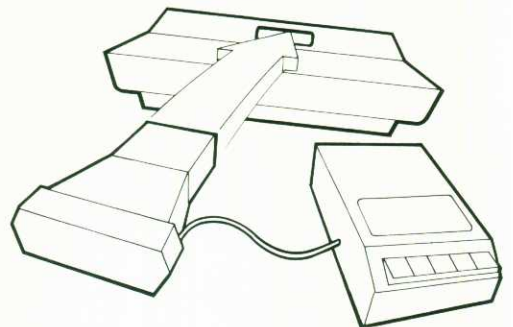
The Power module prompts each step in the loading procedure by displaying easy-to-understand instructions on the television

screen. When the program is loaded, the Atari functions the same as if a ROM cartridge were in place. Loading time averages between 15 and 30 seconds.

Another exciting feature of The Power is its interactive game-playing capability. When combined with individual modems (purchased separately), two Power modules can "talk" to each other over any dial-up phone line—virtually anywhere. One player can be the submarine commander, another the destroyer captain—each with their own display and commands. The modem handles the transfer of information between player's machines.

Power-Play games also offer additional features. A unique programming procedure allows games to be played in 3-D, with the same red/blue glasses (included with Power module) used to watch 3-D movies. This option brings a startling new dimension to video game play. Other features include expanded sound capabilities and more complex graphics.

The Power module comes packaged with two Power-Play game cassettes: 3-D Ghost Attack™, the first 3-D video game, and Depth Charge™, the first machine-interactive video game.





THE POWER MODULE—#1100
SCAVENGER HUNT
 #2100 for The Power Module
 #4101—Atari 400/800/1200XL
 #4107—Commodore VIC-20



3-D GHOST ATTACK
 Included with The Power Module
 #4100—Atari 400/800/1200XL
 #4106—Commodore VIC-20



DEPTH CHARGE
 Included with The Power Module
 #4102—Atari 400/800/1200XL
 #4108—Commodore VIC-20



STRAFE
 #2115 for The Power Module
 #4105—Atari 400/800/1200XL
 #4111—Commodore VIC-20



3-D HAVOC
 #2110 for The Power Module
 #4104—Atari 400/800/1200XL
 #4110—Commodore VIC-20



S.A.C. ALERT
 #2105 for The Power Module
 #4103—Atari 400/800/1200XL
 #4109—Commodore VIC-20



SCAVENGER HUNT
 #2100 for The Power Module
 #4101—Atari 400/800/1200XL
 #4107—Commodore VIC-20

3-D GHOST ATTACK™ They say the mansion is haunted. But nobody really knows for sure. And you've just got to find out. Armed with your photobeam, you begin your search. Suddenly, there's a flash of light. Then another. And another. They're all around you, coming from walls, doors, windows, everywhere. You reach for your trusty photobeam. Now somebody knows for sure . . .

DEPTH CHARGE™ (a one or two-player, machine-interactive game) You know he's down there. But where? Your sonar is picking up indiscriminate blips. Then a pattern emerges. You've found him. You launch a round of depth charges over the side, and the explosions rock the ship. You smile confidently and check the scanner: completely blank. Suddenly, there's a blip. And another blip. And another. Or . . . You know he's up there. But where . . .

STRAFE™ Your objective: destroy all of the enemy's oil tanks and land-based missile silos. And, if you can, the central missile battery: the heart of the enemy complex. But you've got to go it alone. Fly low. Fly high. Through narrow canyons. Under bridges. Let your instincts be your guide . . .

3-D HAVOC™ Your stellar cruiser begins to shudder as the hyperwarp drive suddenly cuts out. Slowing down, you realize you've entered an asteroid field. A BIG asteroid laser-pulse inverter. Your only chance is to blast your way out. And you'd better start now . . .

S.A.C. ALERT™ You're guiding your plane through a routine surveillance mission when suddenly, you're surrounded by enemy bombers and fighters. But they've seen you first. And you'd better think fast. You squeeze off a few rounds, just to let them know it isn't going to be easy. You pull back hard on the stick, and head straight for the sky. It's not going to be easy for you either . . .

SCAVENGER HUNT™ The perfect game for kids of all ages—from 6 to 60. The object is to locate each of the items the computer asks you to find. A comb. An iron. A telephone. Or just about anything else. Just as easy as you remember it, right? Well, does "Beware of Dog" sound familiar? How about, "you'd better be home before dark"? It'll be just like "old times" . . .



THE JOYBOARD™

The Joyboard power body controller is an innovation which brings a totally new dimension to video game play. With the Joyboard, game play is no longer controlled by hand. It is controlled by using the entire body.

The Joyboard employs the same technologically advanced control mechanism used in the Pro-Stick, and is molded from the same rugged materials for long life and reliability.

AMIGA has also developed a complete line of first-person, action video games—from skiing to surfing to body-play party games—each designed specifically for the Joyboard.

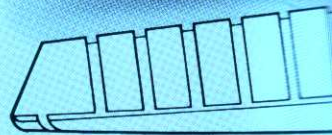
The Joyboard comes with Mogul Maniac (on a ROM cartridge or Power-Play™ cassette), which will provide hours of realistic skiing fun and competitive challenge. Simply plug the Joyboard into the joystick port and “swoosh.”

With the Joyboard, video games take on a whole new look. And feel.

MOGUL MANIAC™ You wait pensively for the starting buzzer. This is your run for the gold medal. The buzzer goes off. You push through the starting gate with everything you've got. The first gate comes and goes. Then the second. And the third. The wind snaps at your face. The fourth gate slides by. The fifth. Suddenly, you catch a ski tip. You won't see gate six this time. But there's always next time . . .

SURF'S UP™ (coming soon) You've been waiting all morning for the perfect wave, and you're just about ready to pack it in. Then, out of the corner of your eye, you see it . . . swelling like nothing you've ever seen. Your excitement peaks as you start to paddle. You're going to catch it, and catch it big. Your pulse pounds as the wave crests over your head. You shift your balance and head for the tube: the ultimate thrill. Oops, too far . . .

OFF YOUR ROCKER™ (coming soon) Color and sound. Two of the most easily sensed stimuli. Your eyes and ears may think so, but can you get your body to agree? Start out slow. A red star. A tinkling bell. A blue circle. A pounding drum. A green square. And now it's your turn. Isn't that simple? Now, let's throw in a few more sounds, a few more colors. And let's go a little faster. No wait, let's go a lot faster! Are you tired yet? You will be . . .





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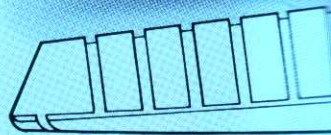
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JOYBOARD
#3105 for The Power Module
#3120 for the Atari UCS



MOGUL MANIAC
Included with the Joyboard
#3105 for The Power Module
#3120 cartridge



SURF'S UP
#3110 for The Power Module
#3125 cartridge



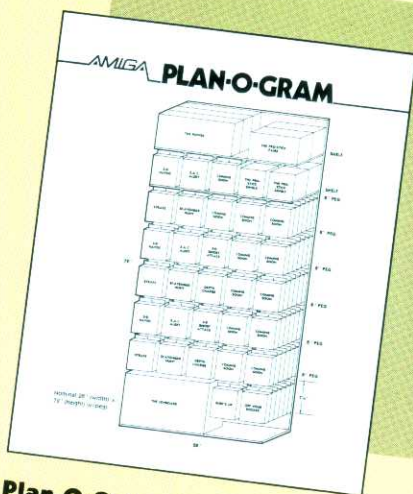
OFF YOUR ROCKER
#3115 for The Power Module
#3130 cartridge



High-impact plastic shell

Same switching technology
used in the Pro-Stick

THE MERCHANDISE YOU LOOK FOR,



Plan-O-Gram In order to assist retailers in planning their store displays, AMIGA will provide them with a comprehensive Plan-O-Gram. The Plan-O-Gram allows the retailer to determine the optimal layout of products for his particular store, or it can assist mass-merchandisers in laying out displays which will be common to all stores in the chain.



Consumer Catalog The consumer catalog, which will be updated with new product information and introductions each quarter, will serve as a take-home collateral piece. Designed to fit easily into the counter card, the consumer catalog will describe each of AMIGA's video games, as well as its other products. The consumer catalog will also be packaged with each product to promote The Power System to established AMIGA consumers.



Counter Cards AMIGA will provide full-color counter cards for The Power System which can be displayed anywhere. Designed to hold approximately 25 consumer catalogs, this point-of-purchase display will introduce consumers to AMIGA and The Power System.



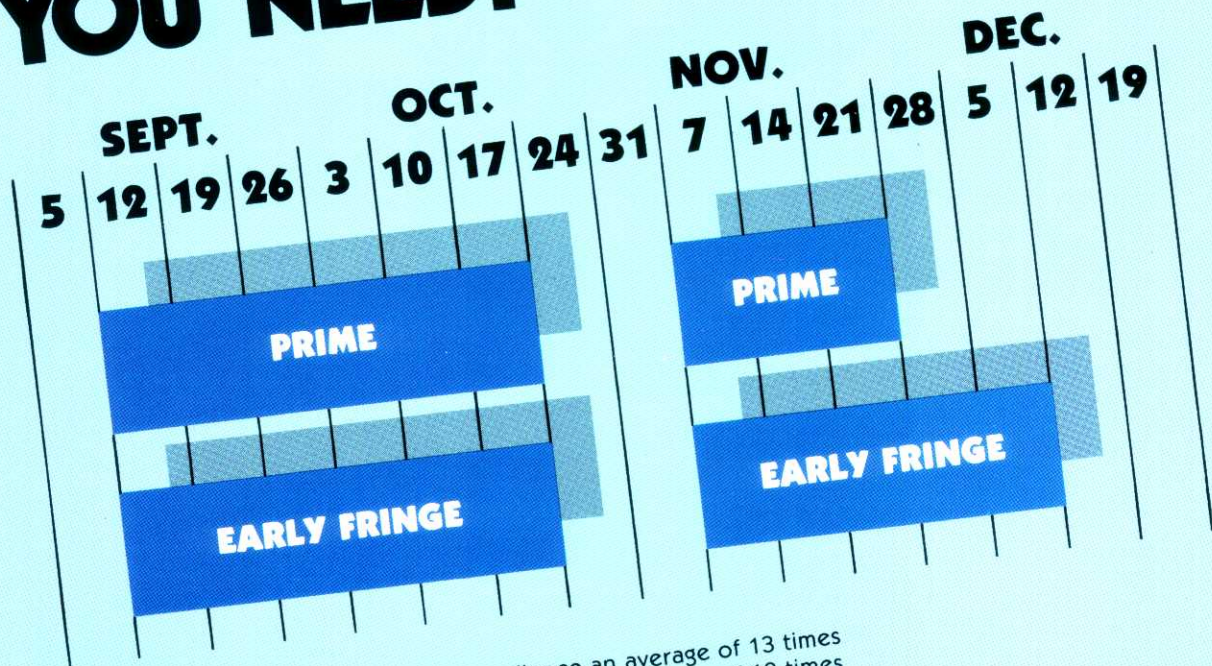
Ad Slicks AMIGA has developed a series of ad slicks which will be provided to retailers to assist them in planning their local advertising. The ad-slicks will include a complete camera-ready ad, which can be placed as is, and a selection of logos and line-art which can be used for developing their own ad.

AMIGA THE POWER SYSTEM

Shelf-Stripping AMIGA will provide high-quality shelf-stripping for The Power System. Whether you want to carry just one item, or the complete line, AMIGA has the specific "eye-catchers" to enliven any in-store arrangement.

THE SALES SUPPORT YOU WANT...

AND THE ADVERTISING SUPPORT YOU NEED.



Reach/Frequency
 Kids 6-11 Reaching 90% of this audience an average of 13 times
 Teens 12-17 Reaching 83% of this audience an average of 12 times
 Adults 18-49 Reaching 79% of this audience an average of 9 times

AMIGA has developed a comprehensive media campaign to introduce The Power System. The media schedule includes advertising on prime-time and early fringe spot television in local and regional markets.

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The following are trademarks held by AMIGA Corporation.

The Power System™
The Power™ Module
Power Play™ Game Cassettes
The Pro-Stick™ Power Joystick
The Joyboard™ Power Body Controller
3-D Ghost Attack™
Strafe™
3-D Havoc™
S.A.C. Alert™
Scavenger Hunt™
Depth Charge™
Mogul Maniac™
Surf's Up™
Off Your Rocker™

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Universe photography courtesy of NASA.

AMIGA reserves the right to make improvements and modifications to all hardware and software elements of The Power System.



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Dedicated to the science of fun.